

Device	
Parts of the Deivce	Door with Handle, Microwave Handle + Door, Part of Keurig, Handle of Keurig, Nozzle of Gas Pump
Existing Text	Exisiting text is text on screen that would prompt a user to do something or display information to a user. Examples; "pay with your credit card" on the screen, or "Selcet and option" or "type your confirmation code", "insert coins", "check to make sure your information is right" , "Please wait while we process your request".
Sound	BART machine has a sound that beeps after every click of a button ,beeping sound once pressed. Other devices also hsvc sounds if. button is clicked or if domerthing (likee a microwave) is done
Images, Light, Animation	Examples: Red lights appear as feedback the stove is on, a clock animation for time passing/waiting, button lighting up upon interaction, screen lighting up,
Creator	
External Items	Credit Cards, Reciepts, Passport, Boarding Document (flat paper), Bowl, Plates, Mug, Keurig Cup, Coffee Package Boxes, Gas caps, Scissors, PLA Filament, Coins/Money, Knife
Overlay Text	Overlay text appeared in three videos. They were usually on there own screen and provided textutal instructions in the video. There was one instance when the ovrelay text was an animated effect labeling buttons and havee "press" overelayed on the button
Narration	From the videos that wree "Narrated" it was usually someonee in the camera frame like a demonstrator explaining their steps or someone is explaing while holding their phone.. durign the process
Voice Over	Voiced Over Audio was edited after .. followed step by step instruction but scripted
No Audio	One video had no typee of narration

First Person	4/12 videos were in first person (their point of view camera recording)
Second Person	6/12 videos were in second person
Third Person	2/12 videos were in third person
Images, Screen Recoerding, Animations	Highlighted elements, screen recroding of a website or CAD applicaiton, images of the current screen (screenshots), Screen changes to show an image of the manual guide, an arrow points to the button that needs to be pressed, Outline of a box appears to show where the buttons are located on the car, Circle appears on the video highlighting the area in which the button is located, An animated touch screen phone appears on the video going through the interactions a person a made on screen, [DS] There is an image with dimensions showing the adjustment difference, a picture of the printer being connected to the laptop with a usb ,
Informative	Informative videos still had instructions on how to do someething, but it usually explained the device in depth or had multiple differnte tasks to do
Instructional	All videos were instructioonal in some way, some were more direct (as in we will do this task and follow these steps) than others
Physical	Inserting a credit card into the machine, lifting a handle, opening a door, picking up a mug, placing a mug, using scissors, preessing a phsycial button
Virtual	Tapping, swiping, interaccting with a screen based button
Pointing	Demonstrators/ video creators often pointed to show an element